

COMPETITIVE AND DEFENSIVE BIDDING	LEADS NAD SIGNALS			CONVENTION CARD	
OVERCALLS: light on 1 level, sound on 2 level; 2♣ response - Drury with fit; One over one response – forcing;	Against suit: honours - natural; spots – natural; Against NT: honours - sophisticated; Against 6 level contracts: Rusinow;			<b>Mirek MIŁASZEWSKI – Stefano SZENBERG – Zbigniew Maçior</b>	
TAKE OUT DOUBLE: up to 4♥ opening; Natural responses; Herbert negative only after 1♣ opening;	Under a honour: third – middle, fourth or longer – fourth best;				
1NT overcall: 16-18 PC; Re open: 10-14 PC, can be without stopper in opener's suit;	<b>Bold</b> first leads against NT, <u>underlined</u> – first leads against suit if different then against NT;			BASIC SYSTEM: short club with artificail gadgets	
JUMP OVERCALLS: preemptive;	<b>AK</b> <b>KD</b> <b>DW</b> <b>W10</b> <b>10x</b> <b>AKx</b> <b>KDx</b> <b>DWx</b> <b>W10x</b> <b>109</b> <b>AKWx</b> <b>KDxx</b> <b>DW109</b> <b>W1098</b> <b>109x</b> <u>A</u> <b>KW10x</b> <b>KDWx</b> <b>KD10x</b> <u><b>KW</b></u> <b>109</b> <b>98x</b> <b>xx</b> <b>ADWx</b> <u><b>KW</b></u> <b>10x</b> <b>KD109x</b> <b>K109x</b> <b>xxx</b> <b>AWxx</b> <b>Kxx</b> <b>Dxx</b> <b>Wxx</b> <b>10xx</b> <b>xxxx</b> <b>KWxxx</b> <b>Kxxx</b> <b>Dxxx</b> <b>Wxxx</b> <b>10xxx</b> <b>xxxxx</b> <b>Kxxxx</b> <b>Kxxx</b> <b>D109x</b> <b>Wxxx</b> <b>10xxxx</b> <b>xxxxxx</b>			1♣ opening: short with artificial 1♦ response	
TWSUITERS: Cue bid – with highest unbid suits; 2NT – two lowest unbid suits (after natural (3+) 1♣ – 2♦=♦+♥);	AWxx   Kxx   Dxx   Wxx   10xx   xxxx KWxxx   Kxxx   Dxxx   Wxxx   10xxx   xxxxx Kxxxx   Kxxx   D109x   Wxxx   10xxxx   xxxxxx			1NT response – semiforcing after 1♥/♠ opening	
AGAINST 1NT (14-15-18) OPENING: <b>Direct:</b> dbl. – twosuiter 5+-4+ with 5 in a major; 2♣/♦ - 5+♣/♦ i 4 in a major; <b>at re-open:</b> 2♣ - majors; 2♦ - one major suit; 2♥/♠ - 5+♥/♠ with 4+ in minor; After weak 1NT – like after strong at re-open	DISCARDS AND SIGNALS WHEN FOLLOWING SUIT: <b>1</b> – count odd; <b>2</b> – even; <b>D</b> – discouraging; <b>E</b> –encouraging; <b>L</b> – Lavinthal;			<b>OPENINGS WHICH CAN REQUIRE DEFENCE</b>	
	SUIT	Card:	LOW		
To partner's lead		1,D	2,E	2♣ - Acol – game forcing, any distribution	
To declarer's lead		1	2	2♦ - 6-10 PC, 6+♥/♠;	
When not follow the suit		1,L	2,L	2♥ - 6-10 PC, 5+-5+ hearts and minor;	
AFTER STRONG PASS AND STRONG 1♣: dbl. – good hand; 1NT – any twosuiter; overcall – light, suit (3)4+; 2 level – preemptive	NO TRUMP	To partner's lead	1,D	2,E	2♠ - 6-10 PC, 5+-5+, spades and minor;
		To declarer's lead	L,1	L,2	2NT – 20-22 balanced;
		When not follow the suit	1,L	2,L	3NT – solid minor without side stopper
AFTER OPPONENT'S TAKE OUT DOUBLE: After 1♣ - dbl.: pass – negative, 1♦/♥ - transfers, 7+PC, 1♠ - 5+♣, 6-9 PC, After natural openings – 1/2/3NT – raise with defensive values; Jump in a new suit after 1♥/♠ - suit + fit	IN TRUMP SUIT – leads an discards – usually Lavinthal				
	<b>SPECIAL DOUBLES</b>				
	Opener's double after RHO overcall			3 <sup>rd</sup> hand openings can be only lead-directing	
	Lightner double, lead directing doubles			PREEMPTS ON 4332 RULE	
	Optional double when fit was found			PSYCHICS: RARE	

OPENING	TICK IF AR-TIFICIAL	MIN. NUM. OF CARDS	NEG. DBL. UP TO	DESCRIPTION	RESPONSES	SUBSEQUENT BIDDING	MODIFICATIONS AFTER INTERVENTION AND PASSED HAND
1♣	X	2	3♠	11-14 PC or 18-20 PC, balanced; 10-22 PC, 5+♣ (4 when 441♦4)	1♦ - 0-6 PC, any; 7-11 PC, unbalanced without 4 in major; 13+PC, balanced GF without 4 in major; 2♣/♦ - 5+♣/♦, GF; 3♥/♠ - 6-9 PC, 6+ /♠;	1♣-1♦-1♥/♠ = 3+♥/♠ 1♣ - 1♦ - 1NT = 18-10 PC, bal;	1NT = 9-11 PC; major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♦		4	3♠	10-22 PC, 5+♦ (4 when 4441)	2♦ - 10+PC with ♦ fit; 3♦ - weak' 3♥/♠,4♣ - Splinter;	1♦-1NT-2♥/♠ = GF, mat be a stopper only; 1♦-1♥/♠ - 2NT = GF, may be unbalanced	major suits preference; 2 in a suit (not jump) not forcing; Lebensohl after jump intervention on 2 level
1♥/♠		5	3♠	10-22 PC, 5+♥/♠, possible longer minor;	1NT – semiforcing, 6-11(12) PC, no fit; 2♣ - can be 2+♣ with strong hand with ♥/♠ fit; 1♥-2NT – inv with fit; 3♠/NT – 10-12 PC, fit and singleton in a side suit; Splinter – 13+ PC;	1♥/♠-1NT-2♣ = nat. or 5332 1♥-1NT-2NT = invitational; 1♥-1NT-2♠=GF without 4♣/♦ 1♠ – 1NT-2NT = GF 1♥-1♠-2NT = GF without side suit, can be unbalanced	Major suits preference; 1NT not forcing; 2♣ - by passed hand - Drury with fit; jump – suit + fit; 2 in a suit (not jump) not forcing;
1NT				15-17 PC, balanced, can be 5 in a major, 5422, 6322, 7222	2♣ - Stayman; 2♦/♥ – transfer; 2♠ transfer to ♣; 3♣ - transfer to ♦, 3♥/♠ - 5431 convention; 4♣ - Gerber; 4♦/♥ - Texas;		Lebensohl; negative double on 3 level;
2♣	x	0		Game forcing, any distribution	2♦ - no A and K or 3K; 3♥/♠,4♣/♦ - one loser suit; 3NT – any solid suit 6+ cards		
2♦	x	0		6-10 PC, preempt in a major;	2♥/♠ - pass or correct; 2NT – relay; 3♥ - preempt with fits in majors; 4♣/♦ - asking for suit;	2♦-2NT - 3♣ - ♥, good hand 3♦ - ♠, good hand 3♥ - ♥, bad hand 3♠ - ♠, bad hand	
2♥	x	5		6-10 PC, 5+♥ i 5+ minor	2♠ - pass or correct; 2NT - relay; 3♣/♦ - sign off; 3♥ - preemptive;	<b>SLAM BIDDING</b>  <b>Roman Key Card Blackwood;</b> <b>Hoyt;</b> <b>Cue bids;</b> <b>Trump 5NT</b> with non typical responses	
2♠	x	5	6-10 PC, 5+♠ i 5+♣/♦	2NT – relay; 3♣/♦/♥ - sign off; 3♠ - preemptive;			
2NT			20-22 HCP balanced	Stayman Puppet			
3NT	x		Solid minor, no side entry	4/5♣ - pass or correct; 4♦ - relay			